



Curriculum mapbook Computer

1st.Sec - First Term 2023 - 2024





the computer preparation bookvision

The vision of the computer preparation notebook aims to raise the level of the teacher scientifically and educationally andthus raise the educational level (Technology) to be clear and contain all the capabilities that help the teacher manage the class in a appropriate atmosphere, using modern technology tools and taking into account the individual differences of the students

the computer preparation book mission

- + Choosing and formulating various objectives (cognitive - skill - emotional), taking into account the integrity of the formulation and the individual differences of students, using modern technology methods.
- + Creating an environment that stimulates learning and creativity to raise the level of students in computer science.
- + Choosing the best educational, pedagogical and administrative strategies and training them on them and developing them
- + Choosing scientific methods and means in teaching and using technology to support and enhanceAnd facilitating the educational process.
- + Use a presentation to explain the lesson, simplified and omprehensive, for all points of the lesson
- + Using various evaluation methods, taking into account the individual differences of students and taking into account the measurement of goals
- + Conclude the lesson in an appropriate and varied manner

Teacher

Guider

School manager

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learning outcomes	current curriculum content	Strategy	Teaching aids	calendar methods	Evidence and evidence	enrichment activities
Collaborate with his colleagues to define project's requirements	Lesson 1 An Introduction to the Project	Brainstorming	Lesson preparation book	Student's Book	Evidence and evidence	Do a research on Introduction to the Project
Define Atlas Types.		discussion – – cooperative learning				Introduction to the Project
Define project's requirements	Lesson 2 Following an Introduction to the Project	practical training	Electronic board	Student's Book	Evidence and evidence	search software
Define multimedia, its types, and its advantages.		Dialogue and discussion				Download Windows version
Identify problem solving stages.		Problem solving				
Download one of the (Electronic Arabic Atlas) programs available on the Internet.	Lesson 3 Managing Project's data	Brainstorming	Lesson preparation book	Student's Book	Evidence and evidence	
Different between files and folders.		Dialogue and discussion				
Create project's folders.	Lesson 4 Following Managing Project's data	Brainstorming	Lesson preparation book	Student's Book	Evidence and evidence	
Understand the importance of organizing project data in folders.		Critical thinking				
Identify electronic encyclopedia.		practical training				
Looking for information using electronic encyclopedia.						
Understand the importance of organizing project data in folders						



Identify Database files.	Lesson 5 Collecting Project's data	Dialogue and discussion	Student's Book	Students note	that the student did with his classmates	Create files with students' names Determine the file type and properties
Create a new Workbook.		practical training				
Enter data in a worksheet in the Workbook	Lesson 6 Edit and design images	Problem solving				
Identify some Image Editing software.		cooperative learning				
Distinguish between different kinds of image files.	Lesson 6 Edit and design images	Dialogue and discussion	Student's Book	Students note	that the student did with his classmates	Network search work Program handling Gimp
Download image files from the internet		practical training				
Add effects to picture	Lesson 7 Following Edit and design images	Brainstorming				
Crop a part of a picture.		Dialogue and discussion				
Save picture files with different extensions.	Lesson 7 Following Edit and design images	Critical thinking				
Identify some audio files formats (extensions).		Brainstorming				
Recognize some of the audio editing applications.	Lesson 8 Creating and manipulating Sound files	Dialogue and discussion				
Download one of the sound editing programs.		Problem solving				



Add changes on audio waveforms.	Lesson 9 Following Creating and manipulating Sound files	Practical Training	Presentation	Oral questions	Complex graphic design
Add effects on audio waveforms.		Dialogue and discussion			
Save audio files with appropriate format (extension).	Lesson 10 Creating and editing videos	Problem solving			
Recognize some types of video files.		Brainstorming			
Recognize some Video editing software.	Lesson 10 Creating and editing videos	Dialogue and discussion	Interact w/ presentation	Oral questions	Quad color gradients Professional image control
Download one of video editing software from the Internet		Peer learning			
Add effects to video clips.	Lesson 11 Following Creating and editing videos	Brainstorming	Presentation	Oral questions	Create an image with layers
Add transition effects between video clips.		Critical thinking			
Save video clips in a file with appropriate (extension)	Lesson 11 Following Creating and editing videos	practical training			
Identify the purpose of designing and creating a project.		Dialogue and discussion			
Design a user interface for the project.	Lesson 12 Establish Project's interface	practical training			
Specify the controls that you want to use in the user interface.		Problem solving			

<ul style="list-style-type: none"> ▪ Specify the controls that you want to use in the user interface. 	Lesson 13 Following Establish Project's interface	Peer learning			Use a variety of filters
Add a control to the Toolbox.		Dialogue and discussion practical training			
<ul style="list-style-type: none"> ▪ Write the code to open a communication channel. 	Lesson 14 Reading data from an Excel sheet	Brainstorming		calendar the text BOOK	
<ul style="list-style-type: none"> ▪ Declare the variables needed to open a communication channel. 		Dialogue and discussion			Adjusting the color mode of the image
Write the code for loading an Excel file into memory.		Critical thinking		Student's Book	
Identify the most important terms of the lesson.	Lesson 15 Revision	Brainstorming			
Solve the student's book exercises.		Dialogue and discussion		Do a Revision	
Write the project's code in right way.		practical training			

